the WAR of ART™

MATURE
M
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

THE MARK OF KRI™

PLAYSTATION 2 HINT LINE

Hints for all games produced by SCEA are available:

Within the U.S.	1-900-933-SONY (1-900-933-7669) $0.95/min. auto hints, $5.00-$20.00 for card recharge
Within Canada:	1-900-451-5757 $1.50/min. auto hints

For U. S. callers, automated assistance is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

PlayStation 2 Online **www.playstation.com**
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

The Mark of Kri™

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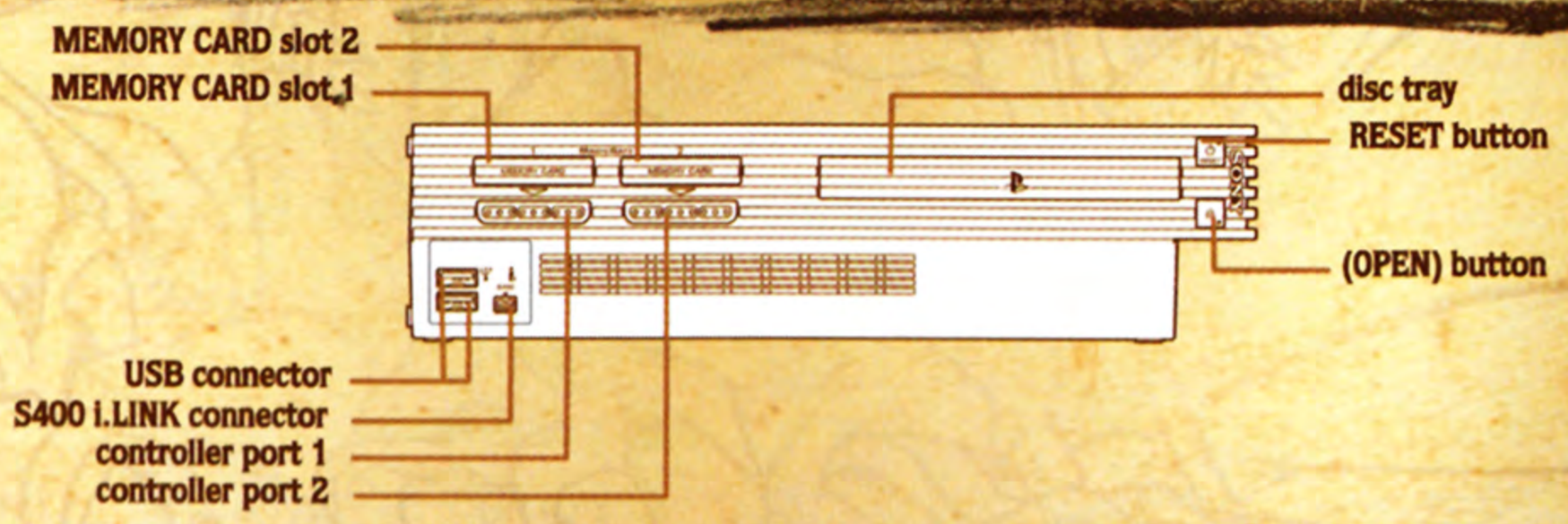
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

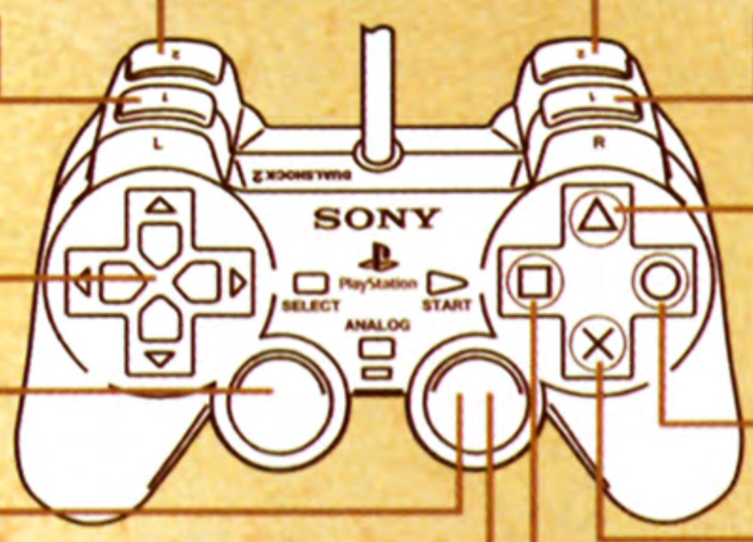
Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the The Mark of Kri disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation 2) into the MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. You can load saved game data from the same card or any memory card containing previously saved games.

CONTROLLER DIAGRAM



L2 button
Send or Bring back Kuzo

L1 button
Camera view / Manual Aim with Bow

Directional buttons

Left analog stick
Move

Right analog stick
Lock enemy

R3 button
(push Right analog stick like a button)
Unlock enemies

R2 button
Select Weapon / Retrieve Weapon

R1 button
Defend/Disarm Enemy

△ button
Use item/ bird flight and view functions

○ button
Attack

× button
Attack

□ button
Attack

TIPS & STRATEGIES

MELEE COMBAT

- **Block/defend is essential to your survival, learn this skill well.**
- **Deselect targeted enemies by pressing down on the Right analog stick. Assigning and reassigning comfortably during combat is a valuable skill that should be practiced.**
- **You do not always need to use the analog stick to move Rau towards an enemy. If he is selected but too far to hit, pressing the corresponding button will turn Rau to face the enemy and pressing the button again will make him leap towards the target.**

CONTROLS

Start/Pause game	START button
Select menu item	Directional button or Left analog stick + ⊗ button
Previous screen	△ button
Move	Directional button or Left analog stick
Defend/Disarm Enemy	R1 button (Disarms enemy when Rau is unarmed)
Focus on enemy	Right analog stick
Attack ⊗ Icon enemy	⊗ button
Attack ▢ Icon enemy	▢ button
Attack ○ Icon enemy	○ button
Ground impale	⊗ button (When close to living, unlocked enemy on ground)
Break focus on enemy	R3 button (Press Right analog stick like a button)
Select weapon	R2 button (Hold) + Directional button or Left analog stick

Put away weapon (Stealth Mode)	R2 button (Hold) + Directional button or Left analog stick to select HAND
Quick Weapon Retrieve	R2 button (Tap) when unarmed
Send Kuzo	L2 button (When bird icon in beam of light is spinning in view)
Toggle to/from Kuzo's vision	△ button
Hurry Kuzo to perch	△ button (while Kuzo is in flight to perch)
Open doors/Pull switches/Talk	△ button
Sneak along wall	With no weapon drawn, run into wall. Use Directional buttons or Left analog stick to maneuver along wall
Sneak along roof	With no weapon drawn, run to edge of roof. Use Directional buttons or Left analog stick to maneuver along edge of roof
Center Camera View	L1 button
Camera View/ First Person Bow	L1 button (hold)
Swing camera view	L1 button (hold) + Directional button or Left analog stick

INTRODUCTION

Long ago, during the first age, a series of dark spells were created. One of these spells had the power to bridge our world and the one of darkness. It was an evil spell with no purpose but that of destruction.

Before it could be invoked it was stolen and broken into six separate parts, six lines, six incantations.

The spell however was dark and powerful, and not easily destroyed. So instead it was hidden away in a place where none would find it. Scattered about the world in six separate locations, six different families entrusted with its safekeeping.

But men are mortal, and time can be the enemy of fear. All too soon we forget how the bee will sting and the fire will burn.

As time passed the families forgot what these marks were for, mankind dismissed the ancient warnings about these words of power. They were merely stories; tales from a long passed time.

But the denizens of the world of darkness knew nothing of time, with infinite patience they waited. Then after a millennia, to their dark joy, the spells were rediscovered....

TIPS & STRATEGIES

WEAPONS

Remember a head shot with the bow is a silent kill. If it takes more than one arrow to kill an enemy he will possibly alert others. While in first person bow view, wait for the ⊗ icon to stop flashing. This signifies your arrow will be a clean kill. You will have to adjust your aim with great care for this to happen.

QUICK START

1. Press START at the Title screen.

2. Highlight New by pressing the Directional button or Left analog stick ↑/↓ and pressing the ⊗ button.

3. Select a slot to save new game in by pressing the Directional button or Left analog stick ←/→.

4. Press the ⊗ button to begin the game.

5. After the Introduction movie Rau will begin at the Inn.

6. Talk to Rongo the Innkeeper.

7. Press the △ button to speak to him.

8. Rongo will give you a quest.

9. Exit the Inn by moving to the front door and pressing the △ button.

TIPS & STRATEGIES

Stealth

- Stealth (when all weapons are put away) is the only time that Rau can move silently around the world.
- Flock of birds as a threat: Watch out for flocks of birds that could be disturbed by you when walking near them, as they will attract attention to your location.

GETTING STARTED

New Game

1. Press START at the Title screen.
2. Highlight New by pressing the Directional button or Left analog stick ⬆/⬇ and pressing the ⊗ button.
3. Select a slot to save new game in by pressing the Directional button or Left analog stick ⬅/➡.
4. Press the ⊗ button to begin the game.

Load Game

If you have saved The Mark of Kri games:

1. Press START at the Title screen.
2. Highlight Load by pressing the Directional button or Left analog stick ⬆/⬇ and pressing the ⊗ button.
3. Select a game to load by pressing the Directional button or Left analog stick ⬅/➡.
4. Press the ⊗ button to continue the game or choose to see the Sage to quickly access rewards and cheats.

Delete Game

If you have saved The Mark of Kri games:

1. Press START at the Title screen.
2. Highlight Delete by pressing the Directional button or Left analog stick ⬆/⬇ and pressing the ⊗ button.
3. Select a game to delete by pressing the Directional button or Left analog stick ⬅/➡.
4. Press the ⊗ button to delete the game.

TIPS & STRATEGIES

WEAPONS

Getting out of trouble: If you are attacked while using the bow, assign targets as you would with any other weapon. Pressing the corresponding button will auto-aim and shoot at the target. You can fire arrows quickly using this style of attack, but be warned your targets will take multiple arrows before being killed, and will not die silently.

WELCOME TO THE INN

Moving Around

Use the Directional buttons or Left analog stick to move Rau.

Talking

To find out what a person has to say, walk up to them and press the △ button to let the person tell his or her story. Some may not feel like talking just yet.

Beginning a Quest

All of Rau's adventures will begin at the Inn. In order to begin a quest, Rau must strike up a conversation with one of the Inn patrons. Each will have a story to tell that implores Rau to take action with his warrior skills. Upon completion of a task, those you assisted will show their appreciation with weapons, gold or valuable information.

Training

Each one of Rau's missions will demand a new set of skills. It is vital that he train with his adopted father, Baumusu. With the help of some willing dummies, Baumusu will school you in the fine points of attack and defense. Each training session will be customized to a specific type of fighting including weapon attacks and attack combos, stealth, ambush and ways to use the bird Kuzo. To receive training, walk up to Baumusu at the Inn and press the △ button to talk to him. When he asks if you want to train, select YES. When you are finished training, go to the door of the Inn and press the △ button or choose "Return to Inn" from the Pause Menu.

PLAYING THE GAME

Rau will embark on various quests to rid the land of the barbarians and thieves that have come to power in this lawless realm.

Moving Around

- Press the Directional buttons or Left analog stick to move Rau.
- If you want Rau to climb up a ladder or hoist himself up on a ledge, walk him close to where he will climb. He will put away his weapon (if holding one) and begin climbing. Use the Directional button or Left analog stick ⬆/⬇ to move Rau up and down on a ladder.

KUZO

Kuzo is a magical, ancient bird who has been a friend to Rau's family since before his birth. Now, Kuzo acts as Rau's spirit guide.

Scouting Danger

Kuzo can fly ahead or into places that Rau cannot access. Rau can then view everything from Kuzo's position. Take special notice of icons above enemy heads such as arrows, horns or armor. Use the information from Kuzo's view to devise attack strategies or figure out how to navigate seemingly impassible obstructions.

To send Kuzo to a perch, find a Perch Icon and center your vision on it. The Icon will begin to spin. Press the R2 button and Kuzo will fly to the perch. While in flight Kuzo can be accelerated to his perch by pressing the △ button.

It is helpful to hold the L1 button while looking around to spot perches above. Then while still holding L1, press L2 to send Kuzo.

- Use the Directional button or Left analog stick to scan around Kuzo's surroundings. To switch back and forth between views, press the △ button.
- To send Kuzo to another perch center the next Perch Icon in Kuzo's field of vision and press the L2 button. Kuzo will reposition himself on the new perch.
- To bring Kuzo back to Rau, press the R2 button when no perch is in the center of either Rau's or Kuzo' vision.

Performing Tasks with Kuzo

Kuzo can also perform tasks for Rau.

- If a switch or device is situated below a Perch Icon, Kuzo will activate it when he lands on it.
- If a Save Scroll is next to a Perch Icon, Kuzo will retrieve it.

1st Person Camera

At any time during the game the player can look around by pressing and holding L1 and using the Left analog stick or Directional buttons. When the button is released the camera will return to the original 3rd person view.

End of Level

When Rau stands victorious against all forces in a level, a ring of fire appears. Walk Rau into the ring of fire and he will complete the mission at hand.

THE COMBAT SYSTEM

Focus Beam

Point or sweep the Right analog stick in the direction of the enemy or enemies you wish to attack. A beam of light will extend from Rau and when touching an enemy, an Attack Icon will be assigned. While carrying the Broadsword, the focus beam is narrow and allows Rau to focus on three enemies at a time. The Taiaha has a broader beam, allowing Rau to focus on up to six enemies at a time. The Broad Axe allows Rau to lock up to nine enemies at a time. To break focus, press in on the Right analog stick R3, using it as a button.

TIPS & STRATEGIES

MELEE COMBAT

Shocking enemies with your skills: Some well-executed kills will shock the opposition, causing them to back away in fear. This temporary retreat can be used to your advantage if you want to switch weapons or reassign your targets.

Attack Icons

Sweep the Right analog stick to focus on enemies. The first locked enemy or enemies will always carry the ⊗ Icon, followed by the ▣ icon, then the ◉ icon.

Moving in Combat

Rau will automatically face and center his motion around the first enemy locked. When Rau faces a new locked enemy, his motion will be centered around the new enemy.

Health Meter

The semi-circle at Rau's feet or the enemy's feet represents health and health capacity. You can judge the health of Rau or the enemy by the color of the Health Meter.

- On Rau, the Health Meter appears when he is injured, when R2 is held or pressed, or briefly after resuming the game from Pause. The Health Meter can be set to "always on" via the Pause Menu.
- On an enemy, the Health Meter appears when Rau scores a hit.

The Health Meter color codes are:

- **Green** – Healthy and uninjured
- **Yellow** – Moderate damage
- **Red** – Heavy damage and dangerously close to falling in battle

Basic Attack

To attack one enemy:

1. Use the Right analog stick to pass the Focus Beam over an enemy. When Rau is focused an ⊗ Attack Icon will appear over the enemy's head.
2. Press the ⊗ button.

To attack multiple enemies:

1. **While holding a weapon, use the Right analog stick to pass the focus beam over all enemies in range. The type of weapon Rau is holding dictates the maximum number of enemies that can be locked in focus at one time.**
   Note: See "Weapons" on page 21 to see more about each weapon.
2. **Press the button that matches the Attack Icon over the enemy you want to attack.**
   - **Rau will vary his attack based on the direction he is facing in relation to the enemy, as well as the distance.**
   - **For example, if he is facing enemy ⊗ but you press the button that matches the enemy close behind, Rau will thrust his sword backward to strike the enemy behind but will continue to face enemy ⊗.**
   - **If facing enemy ⊗ but you press the button that matches the enemy far behind, Rau will do a more reaching attack and change his focus to the far behind enemy.**

TIPS & STRATEGIES

WEAPONS

- **Remember that your attack will damage any enemy that is between you and your target. When using the Axe or Taiaha this tactic can be put to good use.**
- **When in a bow fight you do not always have to try for a headshot. If you quickly lock and shoot, your arrow will hit its target causing the enemy to stagger back. Use this pause in attacks to lock, and adjust for a headshot.**

Basic Defense

Hold the R1 button to defend attacks from any direction. If Rau is holding the bow, he does not have the ability to block/defend.

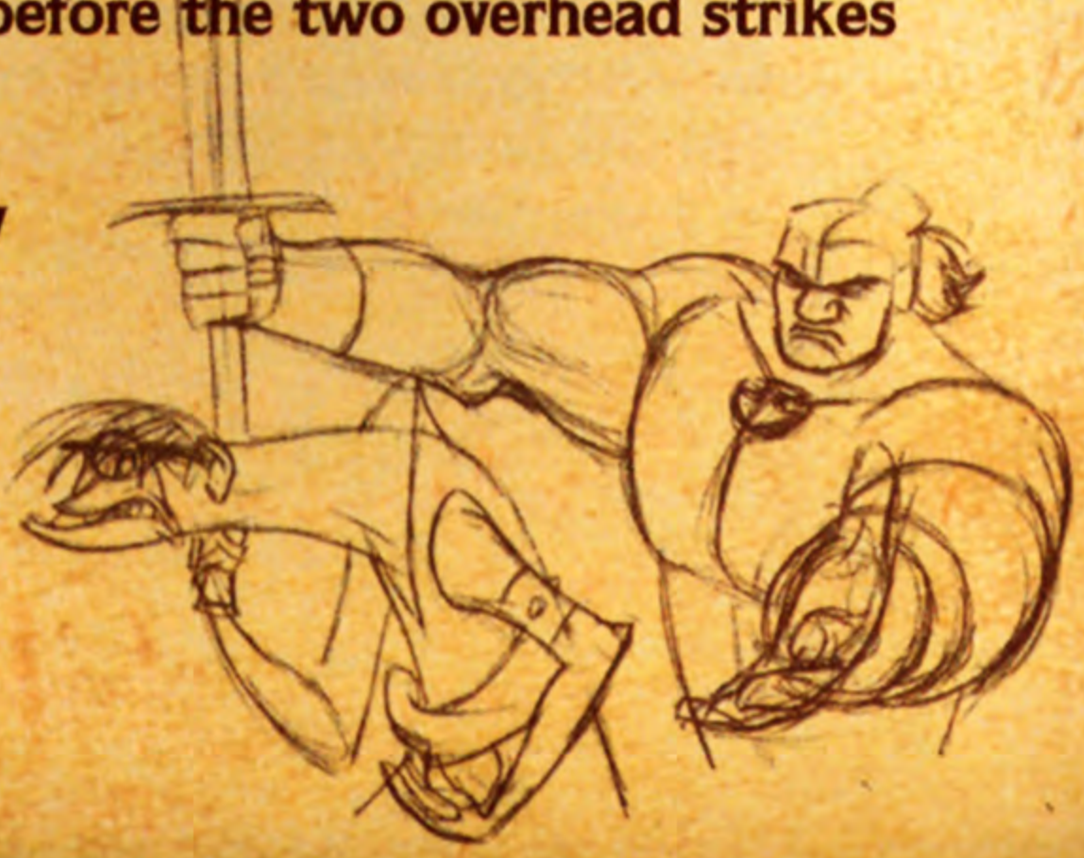
Disarming the enemy

If Rau is unarmed, he may not block, but tapping R1 as the enemy attacks will allow Rau to disarm the enemy and kill the enemy with his or her own weapon. When done, surrounding enemies will become scared and back away, allowing time to draw a weapon & gather your thoughts for your next attack. Do not abuse this method as the enemies will learn to escape the disarm attempt.

Attack Combos

Perform attack combos with multiple presses on the attack buttons (the ✕, △ and ○ buttons).

- **When you have one or two enemies in focus, the free button or buttons, called modifiers, can be used in attack combos. For example, if you have the ✕ and □ Attack Icons over focused enemies, you can use the ○ button in a combo.**
  If you have only one enemy assigned the ✕ Icon, you can use both the ○ and □ buttons in your attack combo. Combos always begin by pressing the button of the enemy you are facing.
- **Timing is important and must be practiced. With the sword, try practicing with no enemies around. Press the ✕ button, then quickly press the ○ button before the first strike ends. If your timing is right, Rau will strike then say "Fua" and do two overhead strikes. Try again and when Rau says "Fua", press the ○ button again before the two overhead strikes end. Rau will say "Toko" and do a third head strike. Use this technique to study combos, but be aware, sometimes the last part of the combo will only be unleashed when an enemy is close to the receiving end.**



- If you want to do a combo on an enemy Rau is locked on to but not facing, first press the button that matches the enemy, then quickly press that button again to begin your combo.

Check the Moves List in the Pause Menu during play to see the various combinations available with the weapon in hand. The Moves List is dynamic and will tell you the combos available at the specific moment you have paused to review the Moves List.

Note: See "Moves List" on page 31 to see more about using the Moves List.

Instant Kill Combos

Some combos result in an instant kill. When done, surrounding enemies will become scared and back away, allowing time to gather your thoughts for your next attack. The more these combos are used, the better the enemies become at defending the instant kill attacks.

STEALTH ATTACK

In a stealth mode, Rau can quietly ambush enemies with his bare hands. Up to two enemies can be stealth attacked at once. The victims must not make eye or physical contact with Rau as he moves in for the kill.

To stealth attack one enemy:

1. Put away Rau's weapon by pressing and holding the R2 button and selecting the hand.
2. Approach the enemy from his blind side and focus on him with the Right analog stick. A flashing ⊗ Icon will appear over the enemy.
3. When in range, the ⊗ Icon will stop flashing. Press the ⊗ button to execute the attack. If you are too close and near to bumping the enemy, the ⊗ Icon will flash rapidly as a warning.

Multiple stealth attacks:
To stealth attack two or three enemies, proceed as with one enemy. When you use the Right analog stick to focus on the enemies and are in kill range, note the order of the Attack Icons as they blink from left to right. When you execute the attack by pressing the ⊗ button, follow quickly with the next two attack buttons in the left to right order.

Wall Stealth

1. Put away Rau's weapon by pressing and holding the R2 button and selecting the hand.
2. Run Rau into the wall so that Rau turns his back to the wall.
3. Press the ⬅/➡ Directional button or Left analog stick to move Rau to the edge of the wall closest to the enemy.
4. Use the Right analog stick to focus on the enemy. If you are in range, the ⊗ icon will be solid and you can press the ⊗ button for the kill.

Rau can wall stealth around corners so be careful not to go around the wall and bump into an enemy!

Roof Stealth

1. Put away Rau's weapon by pressing and holding the R2 button and selecting the hand.
2. Run Rau to the roof edge above an enemy. The camera will appear above Rau to give a view of the enemy below. Release the Directional button or Left analog stick so you do not run Rau off the roof.
3. Use the Right analog stick to focus on the enemy. If you are in range, the ⊗ icon will be solid and you can press the ⊗ button for the kill.

TIPS & STRATEGIES

STEALTH

- Always be aware of the sign of the Kasai. A bloody face painted crudely on a door means enemies are probably close by.
- Not all walls are useful for stealth. Rau will turn and back up against walls that can help you.
- Flock of birds as a tactic: Sometimes Kuzo can be used to disturb a flock of birds. This will draw attention to the disturbance and not Rau, allowing you to use the situation to your advantage.

WEAPONS

As Rau's combat skills become keener, and he lends his services to those in need, he will win possession of more powerful weapons. Each weapon varies in striking power, speed and range of effectiveness. Learn to select the correct weapon for the task at hand.

THE WEAPON INVENTORY

The weapons Rau carries are stored in his inventory.

- To open the Weapon Inventory, press and hold the R2 button.
- To change weapons, use the Directional button or Left Analog stick while holding down the R2 button.
- To put away all weapons, use the Hand Icon. Select the Hand Icon when you want to use Stealth attacks or combat with your fists and attempt a disarm.
- When unarmed, retrieve your last weapon held by tapping the R2 button.
- Not all weapons are available in the beginning of the quest so there will be empty weapon slots in the inventory.
- The Bow slot will show the number of arrows Rau has remaining.

TIPS & STRATEGIES

STEALTH

- Other ambient creatures as a tactic: Watch for other animals that can be used to your advantage- if shot with an arrow they will draw attention to themselves, and away from you.
- Be on the lookout for objects within the environment that can benefit your situation. Gongs and switches are especially helpful.

The Broadsword

Rau begins his quest with a Broadsword. With it, Rau can attack up to a maximum of three enemies. The Broadsword is swift, easy to control, and has a definite advantage in close range combat against a Taiaha or Axe. Be aware that defending against an Axe will cause Rau to stumble back from the blow, knocking Rau out of optimal range.

Taiaha

With this spear-like weapon, Rau can focus and strike simultaneously at two enemies per button (for a total of six focused enemies). The bladed end of the Taiaha is used to stab or slash while the other end is used to bludgeon an opponent. When fighting Broadsword opponents, it is wise to be just out of their attack range, which still keeps them in Taiaha attack range. This gains a reach advantage over sword speed.

Battle Axe

Though heavier than a sword and harder to swing, the Axe delivers the most forceful blows of any weapon and is able to focus on three enemies per button (for a total of nine). When fighting Broadsword or Taiaha enemies, the Axe is best used outside Taiaha attack range. This keeps enemies in Axe range, gaining a reach advantage over the opponent's speed.

The Bow

With the Bow, Rau can strike from a distance or get in some quick shots from close range.

Focused Attack

To hit a focused target, use the Right analog stick to focus the enemy. When the Attack Icon appears over his head, press the matching button to launch the arrow. Enemies attacked in this way may take several arrows before falling in defeat.

TIPS & STRATEGIES

MELEE COMBAT

- **You do not have to see a targeted enemy if you want to attack him. Watch the edge of the screen for his icon, pressing the corresponding button will make you face him then send you in his direction.**
- **Getting out of trouble: If a group of enemies are attacking you, and you feel overwhelmed, try locking on and attacking a target outside of the pack. Doing this will cause Rau to leap out of trouble, and may buy you a second or two.**

Manual Aim

To manually aim the Bow for a body shot:

1. **Press and hold the L1 button.**
2. **Use the Left analog stick or Directional button to center the enemy in your view. Unless the enemy is too close, auto targeting will snap to the enemy and assign him a flashing ⊗ Icon.**
3. **When the flashing ⊗ Icon appears over the target's head, press the ⊗ button to release the arrow.**

To fire at the head and drop the enemy in one shot, carefully adjust your aim until the ⊗ Icon stops flashing and release the arrow.

The Hazards of Sword Fighting

- **If fighting in a confined area, the sword may strike a wall and stop the completion of the swing or combo.**
- **If you are in combat and Rau swings a weapon into wood or other soft material, his sword may become stuck, leaving him vulnerable until he can pull the weapon free.**
- **It is best to avoid swinging weapons near walls or wooden objects. Try to draw the fight out to an optimal position.**

TIPS & STRATEGIES

STRATEGY

- **Be on the lookout for golden perches. They are more difficult to find than others are, but will reveal more of the storyline as Kuzo translates the symbols for you.**
- **Remember to save as often as possible, but be warned; saving when you are weak, or in a dangerous situation could be devastating, as you will always be returned to that state of health when reloading.**

THE ENEMIES

Just like Rau, different types of enemies have different weapons. Enemy weapons have the same characteristics as Rau's, so make sure you wisely choose the correct weapon for each combat situation.

Armored Enemies

Some opponents in the game will be wearing body armor. Before Rau can defeat them he must pound away on the armor to remove it. You cannot inflict damage upon an armored adversary with the Bow and arrow.

Archers

Rau isn't the only one who can use a Bow and arrow. Watch out for enemy archers and don't get caught in the open. Their long distance arrows can be deadly.

Horn Blowers

Dispatch these tattle-tales quickly. When they spot intruders, they blow a horn to call their comrades who converge and attack. Many of these lookouts will also be posted outside enemy huts and barracks (marked by the sign of the Kasai). Look for the glowing glint of their horns or the horn symbol above their heads while in Kuzo view.

ENFORCERS

Notice that some enemies do not immediately rush into attack, but stand back and watch the proceedings. These enforcer opponents are more of a threat, but do not challenge Rau until all other enemies are dispatched.

IMPORTANT ITEMS TO DISCOVER/PICK-UPS

Health Icons

These Icons can replenish Rau's current health capacity by 25, 50 or even 100%.

Rune of Power

Find this to increase Rau's maximum health capacity. Up to four Runes can be collected per level, but are only effective within the level in which they are found.

Save Scroll

In order to save your progress during Rau's quest, you will need to use a Save Scroll. Rau can carry up to four Save Scrolls at a time, but these can only be used within the level in which they are found. Note:Please see the section entitled 'Saving the Game' on page 28 for further information on how to use Save Scrolls.

Arrows

When Rau receives his Bow, he initially carries 20 arrows. However, he can find quivers of fifteen additional arrows each. Rau may carry a maximum of 99 arrows.

TIPS & STRATEGIES

STRATEGY

- **Always prioritize your targets, and kill accordingly. An enemy that holds a horn, or an archer, poses a greater threat than men at arms do.**
- **Learn to switch back and forth between Kuzo and Rau's view, when sneaking up on a moving target.**
- **Combos and quick kills are particularly effective against armored enemies, as they are much more difficult to kill otherwise.**

SAVING THE GAME

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. Please note: 'The Mark of Kri' uses only MEMORY CARD slot 1. You can load saved game data from the same card or any memory card containing previously saved games.

Once Rau has collected a Save Scroll, press the START button to access the Pause Menu. Highlight the 'Use Save Scroll' option and press the ⊗ button. The game will then ask if you would like to save your progress. The game will be saved in slot A, B, or C depending on which one was chosen at the beginning of the game. Your progress can be saved at almost any point during gameplay play, as long as Rau has at least one Save Scroll available. Every time the game is saved, Rau uses up one Save Scroll. If Rau has no Save Scrolls available the 'Use Save Scroll' option will be grayed out and unavailable.

Also, you may be prompted to save at various points in the game, such as returning to the Inn, or after finding or unlocking hidden items. Saving at these points does not use any of your collected Save Scrolls.

Saved games can only be loaded from the Main Menu at the start of the game. To return to the Main Menu during gameplay, press the START button to access the Pause Menu. Choose 'Quit Game' at the bottom of the menu. This will return you to the main start screen.

If Rau is defeated, you will be given the choice to continue. If YES is selected and Rau's progress has been saved in the current level, the game will restart from the last save. Otherwise, the game will restart from the beginning of the current level. If NO is selected, the game will return to the main start screen.

THE PAUSE MENU

Press the START button during play to open the Pause Menu. Press the START button or the △ button to exit out of the current menu or to return to gameplay. Press the ✕ button to select a highlighted option or accept your changes.

RESUME GAME

Return to play.

USE SAVE SCROLL

When you have a Save Scroll in your possession, it will appear here. Note: Please see 'Saving the Game' on page 28 for further information on how to use Save Scrolls.

RESTART LEVEL

Start the current level from the beginning. When prompted, "Are you sure?" select YES.

OPTIONS

Camera Control

Choose between the camera styles below for combat sequences.

Cinematic – The camera will move about the fight for maximum impact.

Side – The camera will move to a side-on position between Rau and the enemy he is currently facing.

Camera Shake – This turns on or off the camera shake that occurs when Rau is struck by an enemy.

Sound

Press the Directional button or Left analog stick ⬅/➡ to change the volume of sound effects and music or set sound to MONO or STEREO.

Gamplay

- **Always Show Health – Choose 'on' to always have Rau's health status displayed during gameplay.**
- **Show Hint Messages – This turns on or off the hints that appear during gameplay.**

TIPS & STRATEGIES

STRATEGY

- **The color of a perch beam reflects what they are used for. Light blue is a regular perch, gold is for a story perch, and red is for an action perch.**

Centering Menu

Use the Directional buttons or Left analog stick to center the screen. Press the ◉ button if you want to return to the default setting.

Controller

This displays the controller layout and also allows the vibration function to be turned on or off.

MOVES LIST

The Moves List is dynamic and will tell you the specific button combinations available based on the number of enemies locked when the Moves List was called up.

Notice that there are no combos available when Rau has the Bow and only one combo when he is unarmed in combat.

Understanding the Combo Tree

On the three Combo Tree Explanations at the top of the list, highlight one and press the Directional button or Left analog stick ➡ to gain full understanding of its relation to the combo tree & to better understand combos.

Knowing what buttons to press

Below the Combo Tree Explanations, you will see the number of enemies locked, the enemy Rau is currently facing, and the combos available at the specific moment you have paused to review the Moves List. Notice that the first button press of any combo begins with the button of the enemy Rau is facing and that the relation to the Combo Tree is the same.

Toggle down to a specific combo name. The Combo Tree to the left shows the progression of button commands while the corresponding actual button presses are shown to the right, illustrating how to perform a specific combo in your specific situation.

Notice that more locked enemies means less available combos.

STRATEGY

- Enemies carrying horns are more of a threat than regular men at arms, as they will alert others to your presence.
- Rationing health and other pickups will help you to last longer in a battle. Grabbing all of the health before you need it could be a mistake.
- Always be on the lookout for switches that can open secret areas.

Note: See "Attack Combos" on page 15 for detailed information.

BAUMUSU'S CHALLENGES

Each level contains Challenges that Rau must meet in order to gain rewards. Each Challenge will involve performing a specific task or combat technique, many of which can be learned in training. When a level Challenge is accomplished, a notice will flash on-screen and the Challenge will be checked off the list. When all Challenges in a level are completed, visit the Sage in the Inn for your reward.

Recall Hints

Select this to show previously viewed gameplay hints. Press the ▣ button to move back to the previous hint, and the ◉ button to move forward through the hints. If you turned off the hint messages, missed messages will still be found here. Press the △ button to close the hint screen.

Note: See "Gameplay" on page 30 to learn how to turn off the Hint Popup Messages.

Return to Inn

Select this when you want to leave a Training Session or Arena.

Quit Game

Select this to quit your current game and return to the main title screen.

THE SAGE

When you return to the Inn during gameplay, be sure to visit the Sage. He will be sitting upstairs with his two hounds. When you speak to him, the prompt asking if you want to see his Options cards will appear. Select YES, and the Sage will show you the cards he has. Press the Directional button or Left analog stick ⬅/➡ to cycle through the cards, and press the ⊗ button to make your selection.

TIPS & STRATEGIES

STRATEGY

- Be warned that Rau has to put all weapons away to throw a switch, leaving him vulnerable to enemy attacks.
- Look for Tukus, as they will unlock a secret upon completing the game.

Levels

Choose this option to replay any levels you have already completed. You can also check here to see if you have completed all of a level's Challenges or found the Tuku.

Rewards

Check here to see what rewards Rau has earned.

ARENAS

Battle Arenas are unlocked each time Rau completes all of Baumusu's Challenges for each level. You can then choose to enter an Arena and try to complete further Challenges in each of two modes:

Time Attack: Rau must defeat nine enemies as quickly as possible.

Body Count: Rau must defeat as many enemies as possible in a given amount of time.

Each of these modes have additional Challenges specific to each Arena. Go to the PAUSE menu and then select 'Arena Challenges' to view the additional Challenges.

MOVIES & ART

Movies and Art are unlocked as you progress through the game and by completing Challenges in the Arenas. Press the ⊗ button to play the selected movie.

OUTFITS

Rau may earn new outfits by completing Challenges in the Arenas. Whenever you meet all the Challenges in an Arena, return to the Sage to see what your clothing options are. Press the ⊗ button to change to the selected outfit.

CHEATS

The Sage has a number of tricks up his sleeve. Activate any cheats you may find here...

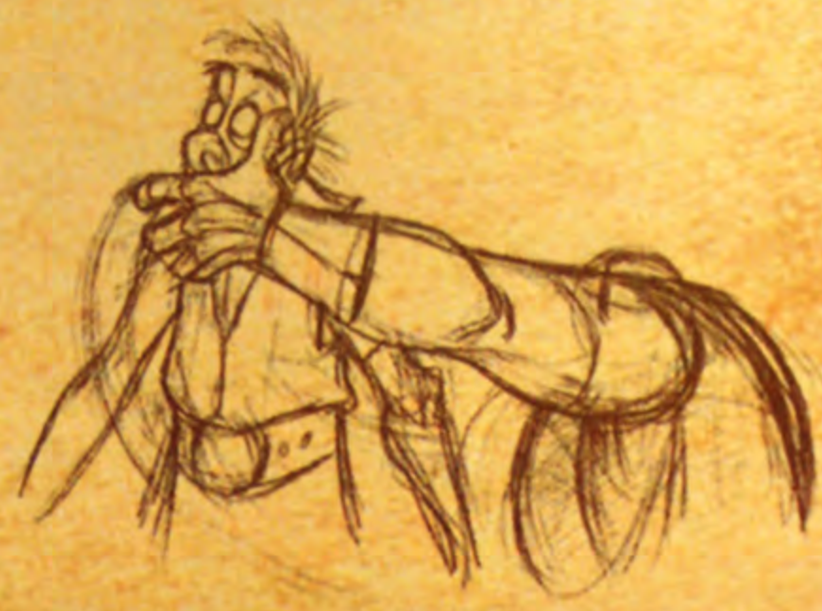
DEFEAT

If Rau falls in defeat, the prompt to CONTINUE will appear. Select YES to continue your quest from the last place you used a Save Scroll. Or, if Rau's progress has not been saved, you will continue from the beginning of the current level with full health. Select NO to return to the main title screen.

TIPS & STRATEGIES

WEAPONS

In first-person Bow view you can auto-lock on targets if within range. Targets outside your range cannot be locked, and are more difficult to hit.



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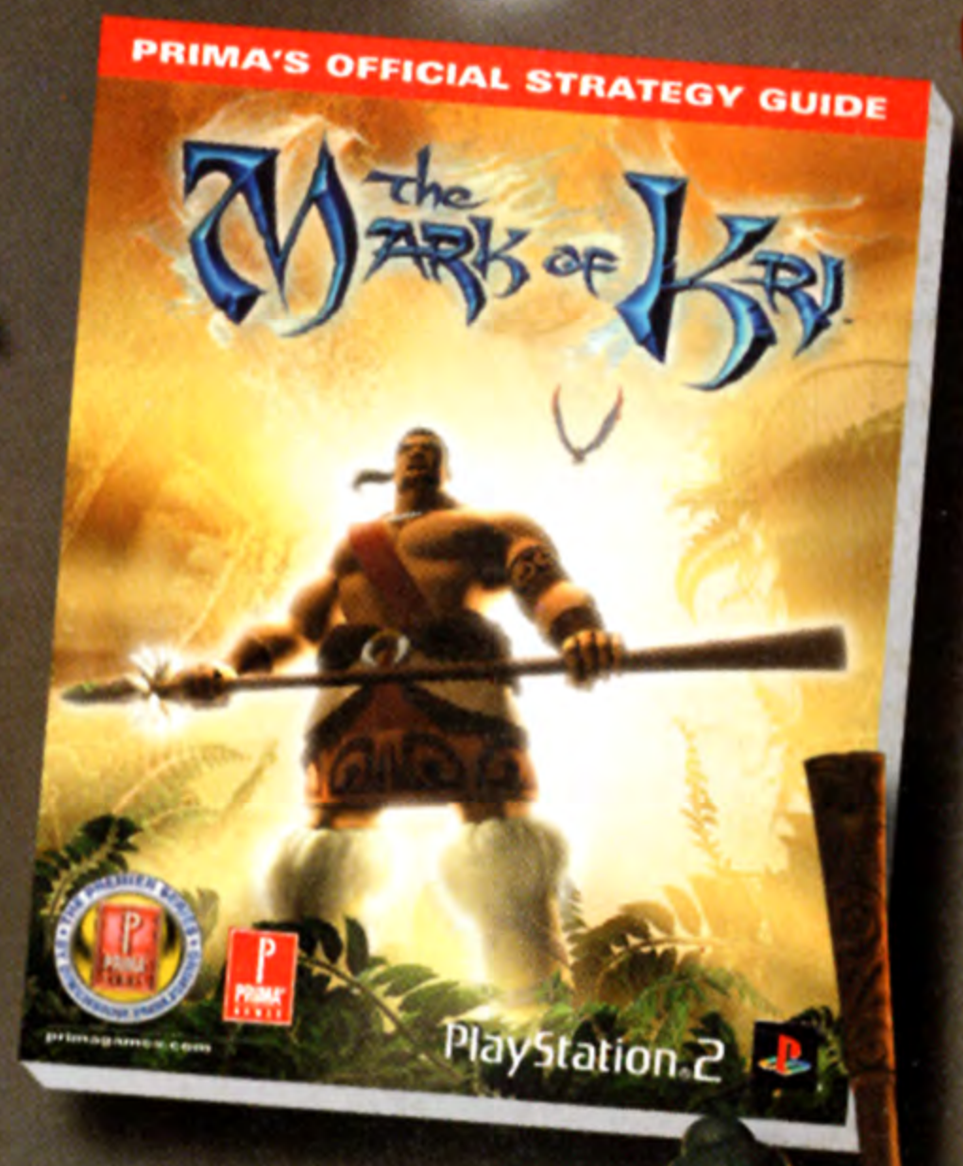
- FIGHTING MOVES AND COMBOS EXPLAINED
- LOCATION OF ALL TUKUS REVEALED
- BONUS ARENAS AND REWARDS EXPLAINED
- MAPS FOR ALL LEVELS, WITH ALL ITEMS AND ENEMIES LOCATED



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